CBM
64/128

EUROPEAN
5-A-SIDE

£1.99

COMMODORE 64/128

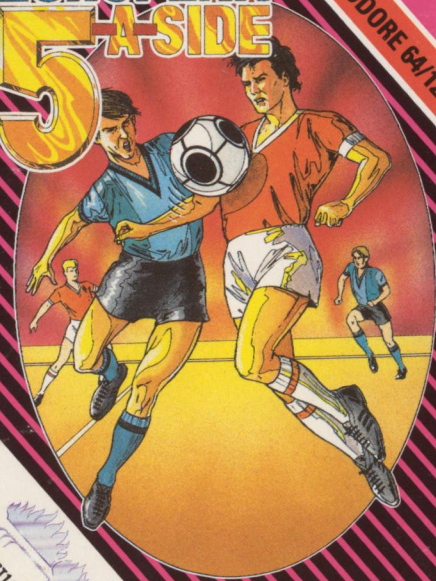SILVERBIRD

SILVERBIRD

Football fans freak-out and kick off with a winner.

Screen pictures shown may be different on machine versions of game.

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London, WC1A 1PS

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EUROPEAN FIVE-A-SIDE

© TIMOTHY CLOSS
C64 conversion by DAVID KIRBY

THE GAME

Enjoy a great game of five-a-side footy in the comfort of your
own room, by yourself against the computer, or against a
friend. Look down on the ten players who kick, pass, lob and
run around under your control, and when it comes to the
crunch, let's hope you're quick enough with your goalie to stop
that sneaky one popping in.

LOADING

COMMODORE 64 OWNERS
1. Connect the cassette unit to your Commodore according to
   the User Manual.
2. Place the rewound cassette into the cassette unit, and
   press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your
   Commodore.
COMMODORE 128 OWNERS
1. Switch OFF your Commodore 128, and switch it back on
   whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners
   above.
Note: Full loading instructions can be found in your
Commodore Manual.

PLAYING THE GAME

The game is played as normal five-a-side footy, from an aerial
view. The computer selects the chap who is nearest the ball
every few seconds and a flashing arrow points to the selection,
and that is who you control (unless you have the ball).
Controls
Player 1 (Joystick Port 1)
∧=Up =(equal sign) Down >=Left /=Right Rt. Shift=Kick
Player 2 (Joystick Port 2)
Q=Up A=Down X=Left C=Right Z=Kick
In **Alter settings** mode (key 3 on menu), SPACE changes half
time length, CAPS SHIFT changes the colour of the pitch, and
ENTER returns to the menu page.

How to . . .

Pass: Tap the kick button, and the ball will leave your control
and go off in the direction you were facing at the speed you
were going.
Lob: Press and hold the kick button, and the ball will sail high
into the air in the direction you were facing.
Operate your goalie: If the ball is inside the 6 yard box, control
passes automatically to your keeper, press fire and push
direction in which you want him to dive. He will get up after a
few moments, ready to dive again.